WHOLEHOG II

LIGHTING CONTROL WORKSTATION

COMPLETE CONTROL OF ALL MOVING & CONVENTIONAL LIGHTS

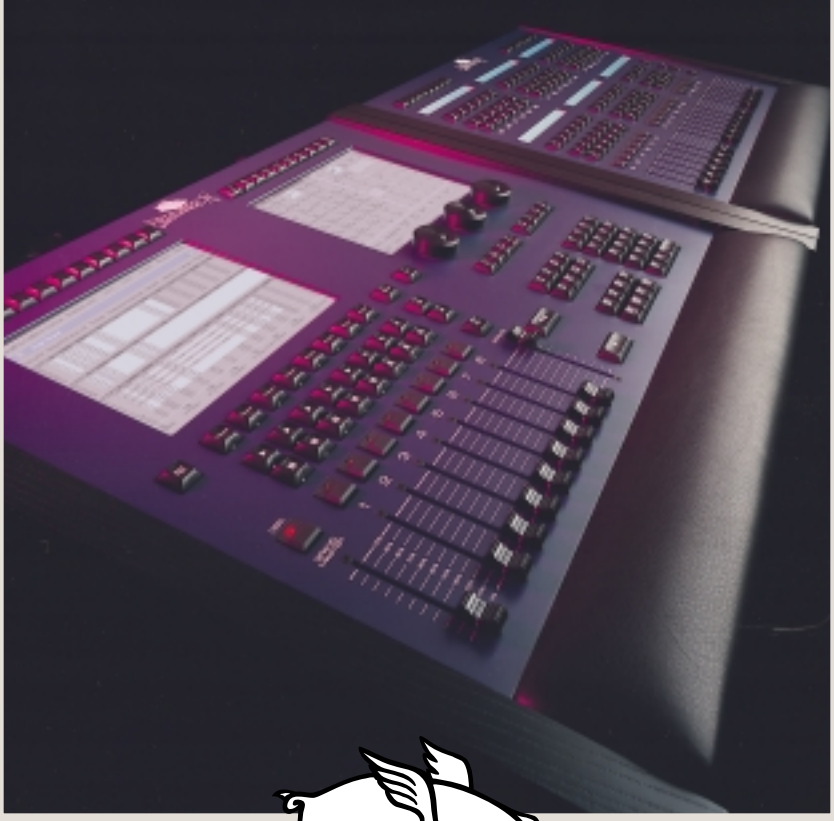
Just because a light show is complicated
doesn't mean programming it has to be.
Why not use a controller that makes life easy?

FLYING PIG SYSTEMS

THE WHOLEHOG II MAKES LIFE EASY

It seamlessly integrates control of all moving and conventional lighting, making any moving light as easy to control as a dimmer. The WHOLEHOG II's powerful features and simple operating system easily handle everything from refined theatrical shows to chaotic television or concert events. That's why the WHOLEHOG II has become the world's most popular lighting console.

Cutting-edge software is backed up by a robust hardware design to give maximum power and reliability in one compact console. Windows-based touch screens let users configure the console to fit their operating style. So no matter what type of show, the WHOLEHOG II has the flexibility to do it all.



WHOLEHOG® II

Take the pain out of programming

GETTING STARTED IS EASY

Pre-set fixture personalities automatically configure the WHOLEHOG II to your specifications. The console includes fixture personalities from all major lighting manufacturers. Just select fixtures, set their initial DMX address, and press the Automenus button. Your WHOLEHOG II is now ready for action.

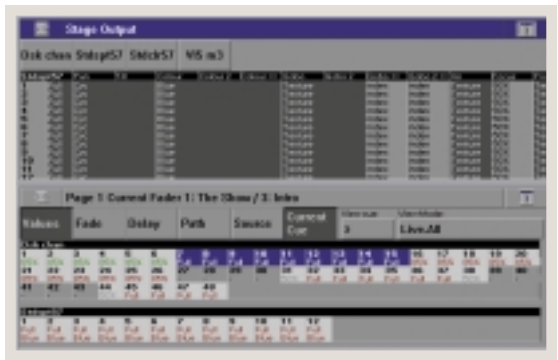
Programming is equally straightforward—a range of powerful tools lets you select and group fixtures, set their parameters, and record them into cues. It doesn't matter whether you're controlling a Vari-Lite® or a Cyberlight,® the console is programmed using the same simple programming method.

Two touch-sensitive screens give immediate access to any feature: fixtures, groups, positions or palettes. WHOLEHOG II uses words, not numbers, making it easy to understand and use. At a glance, the screens show information in clear language—for instance, Gobos in Blue directed Downstage.

Any attribute, such as mixing color or setting pan and tilt, may be modified effortlessly with the parameter wheels. Select as many lights as you want—even different types—and simultaneously control them on the wheels. Or use the keypad and function buttons to access fixtures, enter levels and times, and edit cues or palettes.

FEEL AT HOME

Theatrical designers will instantly feel at home on the WHOLEHOG II. Using familiar keystrokes, conventional lighting is programmed as easily as on traditional theatre consoles. However, unlike conventional desks, the WHOLEHOG II's revolutionary programming system sets the benchmark for controlling moving lights. One-touch programming—with useful short-cuts and a library of prepared effects—means you can now program as you think, while those using the desk for live events can quickly grab and modify groups of lights.

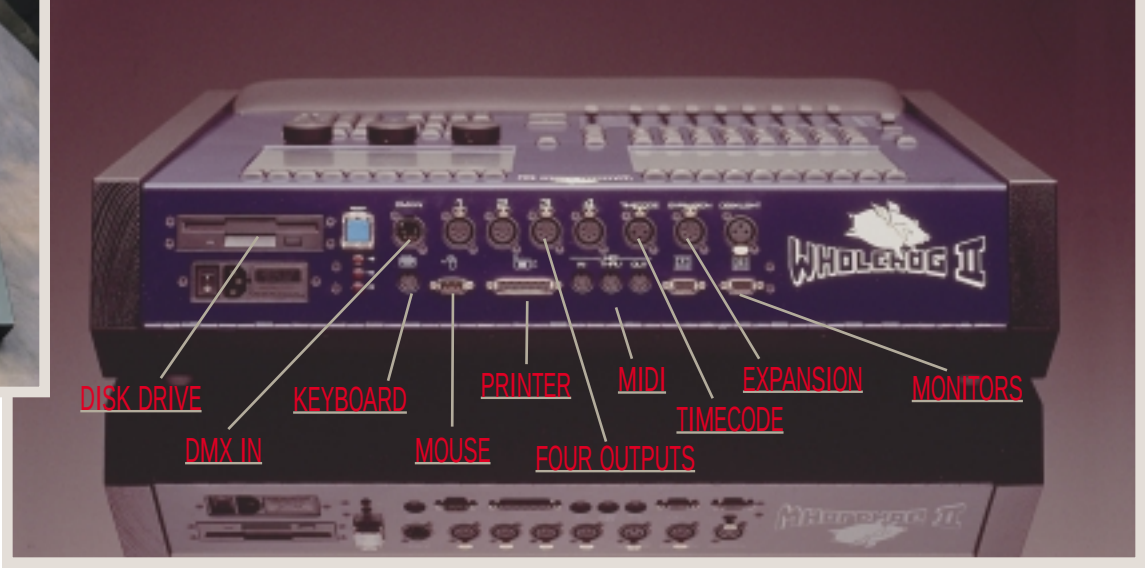


SEE WHAT YOU'RE DOING

Visual displays help keep track of complex moving lights. In addition to the two in-built touch-screens, two optional external displays offer more space to view numerous windows.

Configure the screens to see what's going on quickly and easily—all the information you need is at your fingertips. Save window arrangements on view buttons for instant recall.

Sometimes it's easier to work on paper: print out full reports of patching, palette contents and usage, cue lists, cue contents or summaries.



Universal Control

NO COMPROMISES

Fine-tune your light show with the WHOLEHOG II's unlimited timing options. Within a cue, every parameter of each fixture can have its own fade and delay times, split times, and cross-fade paths. And multiple cues can be run simultaneously within a cue list and then triggered manually or automatically—from Time Code or MIDI Show Control. Pre-program all timing or retain artistic freedom by controlling crossfades manually.

The WHOLEHOG II has eight Playback Masters. Each individual master has the power of a traditional theatrical style console, is able to support the most complicated cue lists, and can run individually or simultaneously with other masters. Masters are completely customizable and are organized into pages—the Next Page button cross-fades from all active cues and lists to those on the next page. To run more cue lists, add more Masters with an Expansion Wing or use Virtual Masters.

EFFECTS ENGINE™

Creating interesting light movement usually means long and repetitive programming. WHOLEHOG II's Effects Engine™ revolutionizes this process, making programming faster and easier for the operator. Real-time manipulation allows quick experimentation and refinement to get the exact effect before recording.

This sophisticated software allows you to select any effect such as a circle, rainbow, ballyhoo or iris chase at the press of a button. Adjust speed, size, colour and intensity instantly, and then record a cue just like normal programming. You can even cross-fade effects from one cue to another.

If the built-in effects aren't sufficient, use the Effects Engine Editor to create custom effects and save them for future use.

CONNECTIVITY

The WHOLEHOG II also works with other consoles and equipment to save time and money. Unparalleled connectivity makes the WHOLEHOG II the most flexible console on the market today.

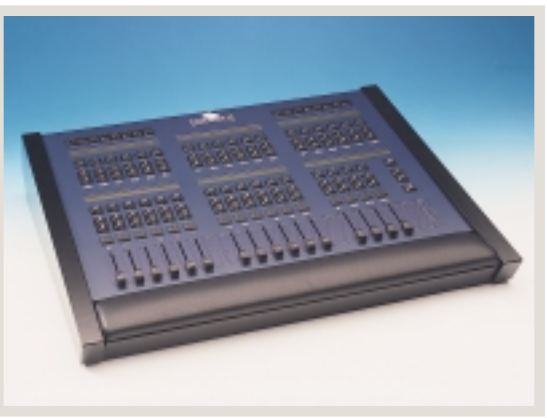
Cues, cue lists, effects and palettes can be copied from one WHOLEHOG II to another, allowing shows programmed on multiple consoles to be played back on one. The WHOLEHOG II can also communicate with other types of equipment – besides using the DMX input control to playback from another board, the console also features MIDI Notes, MIDI Show Control and Time Code. The DMX In port can take "snapshots" of cues from traditional consoles for storing on the WHOLEHOG II.

It's also possible to connect a Stage Remote to edit cues or an Expansion Unit to increase the number of Playback Masters if needed.

Cue List Window

Accessories

A range of useful accessories help tailor the WHOLEHOG II to your own needs and budget and let you maximize console performance.



Expansion Wing

When operating unstructured shows, such as festivals or TV, quick access to lights is critical. The WHOLEHOG II's Expansion Wing gives 34 additional playback masters, 16 with faders attached.

Remote

When it comes to focusing lights and programming pre-set positions, it's a lot quicker if you can see what you're doing. Programming your console on stage with the Remote makes it easy. Just connect the Remote to the expansion port on the WHOLEHOG II, select fixtures, and adjust. Edit cues, test fixtures and update focus positions.

Hog Unit

The Hog Unit is a rack-mounted playback device available for permanent installations. Without all the hardware contained in a standard console, this space-saving alternative allows playback of shows in full. Program shows on the console and run them on a Hog Unit.

Using the Real Time and astronomical clock, dictate when things should happen, for example, "at 7.00pm" or "five minutes before sunset." Or put the Hog Unit in a rack and let it trigger your light show from either SMPTE or MIDI.

HogEdit™

The HogEdit™ off-line editing software operates on a Windows™ PC and mimics the console's front panel and touchscreens. This virtual console allows users to do everything from patching fixtures to programming cues. The resulting show is then transferred to a console for playback. This powerful tool can dramatically increase productivity by allowing programmers to be more focused at the show location.

Overdrive Box

The Overdrive Box is Flying Pig Systems' innovative solution for shows using a high number of DMX channels. Traditionally designers coped by using two consoles; now this small truss-mounted unit doubles the number of channels available on each WHOLEHOG II output.

A proprietary high bandwidth protocol carries data over standard DMX cable to the Overdrive Box which then produces two DMX outputs. Optical isolation, automatic DMX frame store and multiple output connectors (2 x 5 pin and 2 x 3 pin XLR per DMX output) further enhance the product's performance. With a maximum of three Overdrive Boxes per console, each WHOLEHOG II can have up to 3584 channels. *

*The Overdrive Box increases the number of channels available on a console but not the memory. Overdrive Boxes share the console's processor, so adding a box may decrease the console's operating speed.

Buffer Box

The Overdrive Box is Flying Pig Systems' innovative solution for shows using a high number of DMX channels. Traditionally designers coped by using two consoles; now this small truss-mounted unit doubles the number of channels available on each WHOLEHOG II output.

WHOLEHOG® II

STANDARD FEATURES & EQUIPMENT

Programming

- All types of moving lights (including High End, Vari-Lite, Martin, Clay Paky, etc.) are programmed with the same natural programming interface.
- Editable personalities for all major fixture types
- Instant access to fixtures, groups, and palettes via touch-sensitive displays
- Numerous windows give feedback on programming and fixture status
- Familiar command line programming syntax
- Unlimited multi-part cues
- Timing spreadsheet for easy entry of parameter times
- 3D positional programming with XYZ coordinates
- Automated preset focus updating with 3D system
- Effects Engine™ instantly generates complex effects including rainbows and ballyhoos.
- Complete programming manipulation: move, copy, merge, mask, etc.
- Extensive printed report suite: timing, contents, patch, etc.
- Standard or custom profiles for cues or individual parameters
- Comprehensive patch features: profiles, proportional patching, parking, etc.
- Cue, cuelist, effect, and palette transfer between consoles
- Sophisticated macro recording and playback capabilities
- Highlight button for focusing
- Next fixture button for quick fixture selection
- Active button instantly grabs specified fixtures
- Snapshot function for active cues
- Intelligent blocking cues (and Unblock command)
- Track and Cue Only modes
- Blind programming mode

Playback

- Each Master runs its own Cuelist using Go, Pause/Back, Add/Swap/Bump, and Select buttons
- Unlimited simultaneous playback of independent Cue lists, chases, or effects on up to 48 Masters (8 on console, remainder on Wing or Virtual)
- Cuelists are dynamically assigned to Masters and grouped together on a Page. Changing Pages loads a new set of Cuelists to the Masters.
- Advanced Page features: instant changes, crossfading between pages, flexible sizes, automatic holdover, activity recall, etc.
- Custom settings for Go and Flash buttons, Cues, Cuelists, and submasters: activation, precedence (HTP or LTP), resetting, inhibitive, etc.
- Cue timing options: fade, delay, or manual (all with in/out option)
- Chases have fully adjustable direction, crossfading, and rates
- Independent timing and fade path settings for each channel in a Cue
- Times programmable from 0.0 seconds to days
- Learn mode for times
- Loop backs within cue lists
- Go To button
- Macros and MIDI Out commands can be included in cues
- Intensity grand master and blackout button
- Instant timing overrides by Cue, master, or console

Hardware

- Rugged, 100% solid state construction fully contained in console
- Four separate DMX 512 outputs
- Eight playback Masters—each able to run the most complicated cue lists or chases
- High performance superscalar RISC processor
- 90-260V 40-400Hz AC twin-filtered universal input power supply
- DOS compatible 3.5" disk drive for show storage and programming exchange
- Two external SVGA monitors supported
- Dimensions: 668mm x 588mm x 153mm (26" x 23" x 6")
- Weight: 22 kg (48 lbs)

Connectivity

- PostScript and HP compatible printers supported
- Linear time code input (SMPTE/EBU/MIDI)
- MIDI in/through/out
- DMX input for "snapshots" or extra masters
- Tracking mode for backup console

Capacities

- 2,048 DMX 512 channels and dimmer channels (expandable to 3584)
- Unlimited number of simultaneous crossfades
- 48 playback Masters (including virtual Masters and expansion wing)
- Thousands of Cues, Cue parts, Cue lists, chases, effects, groups, presets, pages, macros (figures are memory dependent)

Other

- All four displays can simultaneously show different windows
- Windows can be sized and moved on any display as desired
- Custom configured views can be saved and instantly recalled
- All items can be given useful names to simplify operation
- Multiple fixture types simultaneously supported
- Any fixture or parameter can be patched to any location
- User-definable system default settings
- Console self-test and diagnostic routine
- Access protection password (programming and/or playback)
- Comprehensive fixture library and World Wide Web software/library support

Options

- Expansion Wing for additional masters
- Overdrive Boxes for additional channels
- Stage Remote hand-held editing tool
- Hog Unit rack-mount playback unit
- External monitors
- External trackball/mouse
- External keyboard
- Printer
- 12V desk lamp

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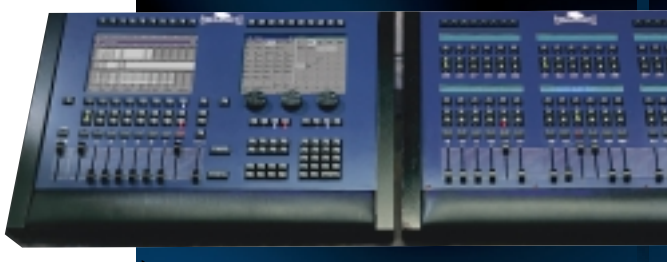

WHOLEHOG II

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